

# IMPACTS OF E-CONTENT

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## **Abstract:**

**E-content is valuable to the pupil and also helpful to teachers of all individual instruction systems; E-content is the latest method of instruction that has attracted more attention to gather with the concept of models. The ultimate aim of the E- content is abolish the disparity among the learners through effective education. The research is investigating the impacts of E-content. This paper intent proposed method of E- content, Stages of New ADDTIE Model which include Analysis, Design, Development, Testing, Implementation and Evaluation. This paper concluded that E- content helps to quality of the material to the all level of learners. As a result, quality of effective education is possible.**

**Keyword: E-content, Web Based Learning, New ADDTIE Model.**

## I. INTRODUCTION

E-content is a very power full tool of education. E-content is valuable to the learners and also helpful to teachers of all individual instruction systems; E-content is the latest method of instruction that has attracted more attention to gather with the concept of models. Education is to enrich the qualities of head, hand and heart, Education is one of the basic needs of men and women. The rule of the education is the attainment of human excellence and perfection not just in the field of knowledge or activity but life in totality.

Teaching plays a vital role in formal education system. In spite of established sound theories of teaching, it still continues to be a challenging task. Teaching-centre and group-oriented methods of instruction hardly provide for individual differences of the learners. The term like e-learning is often used to describe an educational program that uses technology such as computer or internet. This term is commonly used by the software industry. The term covers a wide set of applications and processes, such as web-based learning, computer-based learning, virtual classrooms, and digital collaboration. Increased preservation, reduced learning time are other benefits to students. There are also particular advantages in e-learning:

- Convenient training to student
- Self-pacing facility to every learner
- Interactivity engages to users.
- To quick reference materials accessibility.

An important outcome of e-learning is E-content. E-learning is a process and E-content is a product. This approach of teaching has become an answer to the complicated modern, social, economic condition and an exploding population. E-content lesson is generally designed to guide students through information or to help them perform specific tasks. An E-content package can be used as teacher in the virtual classroom situation using E-content, the time and finance involved in the teaching process can be minimized. E-content is facilitating individualized instruction.

## II. PROPOSED METHOD

### *Enhancement of E-content Package ADDTIE Model*

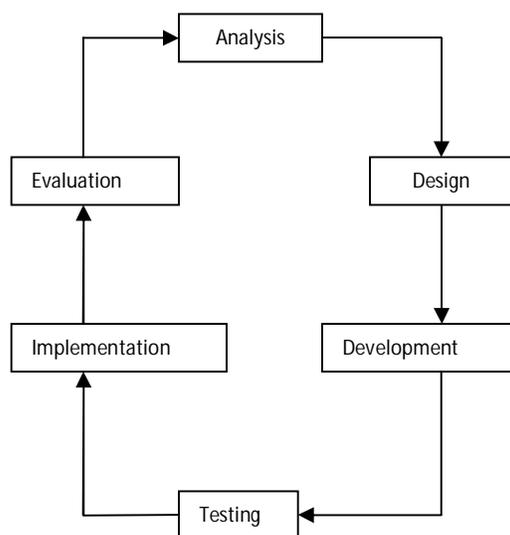
The New ADDTIE model is the generic process traditionally used by instructional designers and training developers. The five phases-Analysis, Design, Development, Testing, Implementation, and Evaluation represent a dynamic, flexible guideline for building effective training and performance support tools.

It is an Instructional System Design (ISD) model. Most of the current instructional design models are spin-offs or variations of the New ADDTIE model; other models include the Dick & Carey and the Kemp ISD models. One commonly accepted improvement to this model is the use of rapid prototyping. These ideas of receiving continual or formative feed back while instructional material are being created. This

model attempts to save time and money by catching problems while they are still easy to fix. For example, the New ADDTIE model was used in the framework for helping create new research topics in learning technology.

### III. STAGES OF NEW ADDTIE MODEL:

The New ADDTIE model consists of five stages-Analysis, Design, Development, Testing, Implementation and Evaluation. The following diagram exposes the New ADDTIE model.



#### A. The Analysis Phase

This phase is the most important as it identifies areas in our current situation that require training. This phase is conducted taking into account the views of subject matter experts, the target audience and our ultimate objectives and goals. A few questions addressed during this phase are

- Who is the target audience?
- What skill deficiencies exist in the target audiences?
- How do these skills connect to the organizational goals?
- What is the budget?
- What are the delivery methods?
- What constraints exist?
- When is the project due?

#### B. The Design Phase

The design phase involves the complete design of the learning solution. It will address the training methodology, whether training will be administered online, and detailed Story boards illustrating the training programme and courseware content. During this phase, the following points are taken into account.

- The most appropriate medium is selected by examining the kinds of skills required to achieve our goal.
- The learning objectives are written and the modules are designed with its corresponding lessons.
- Course content is designed specifically for use with an interactive, electronic medium in the case of online learning.
- Determine the appropriate interactions they should be creative, innovative, and encourage learners to explore farther.
- Plan activities that allow for student group work to help construct a supportive social environment.

#### C. The Development Phase

The development phase concerns the actual production of the design specification. This also involves creating or obtaining any media mentioned in the design of the courseware. This phase sees the creation of storyboards, graphics and programming involved in the development. It involves the following considerations.

- Designing according to storyboard specifications.
- Programming according to storyboard specifications.

#### D. The Testing phase

This phase of testing is experienced by the E-content developer and E-content experts team. These expert teams mainly concern the checking process. Such as all links, spelling mistake, content error, image, animation timing, audio and video. Hence, these processes create strong base to E-content through,

- User interface testing.
- Timing of animation testing.
- Audio and video testing.
- Hyperlinks testing.

#### E. The Implementation Phase

This phase of where the developed course is actually administered to the target audience. The delivery environment should be prepared for the implementation of the course. The Install and maintaining the course is considers into explanation during this phase.

#### F. The Evaluation Phase

This is the phase which decides whether the course is effective and satisfies the course objectives. This phase considers feedback from learners. Evaluation is done constantly, both during development and delivery.

#### Authentication and Quality Assurance of the E-content

One of the important systems of communication of knowledge, in recent times, has been through web casting and its delivery through internet and now it is likely to be through broadband. One is able to see on the website whatever is hosted by the information/knowledge providers. However, it is very difficult to ascertain the authenticity and correctness of information. In the case of the print medium there is a system of review by the peer group and publication of the same in journals and newspapers. But in the case of website, no such system seems to have been evolved so far the issue assumes greater significance when one is web casting educational material. The corrections, authenticity and the quality of the material have to be necessarily assured so as to provide authentic knowledge, information to students, teachers, and general readers.

At present there is a system of quality assurance for institution and programmes studies, and to some extent syllabus and syllabus transaction under the programmes of studies. There is a system of preview for films, documentaries educational programmes. But there is no system of quality assurance of content which is being made available on the website from the point of view of educational effectiveness standards.

With the use of technology application of instructional design has expanded. The educational effectiveness standards models while taking care the principles of instructional design and digital library data tagging is focusing the quality of content through the system authenticity and correctness of information and

on the expected learning outcome. It also attempt to measure quality by assuring certain weightage to well define input and output oriented parameter. These parameters related to six criteria reference.

These include:

1. Ability to process the information and to report.
2. Ability to critically evaluate the information and make comments.
3. Ability to solve the problem
4. Ability to apply the knowledge to real life situation
5. Ability to relate the subject/problem in large and global content so as to see full the implications of the issue
6. Ability to develop a world view which helps the development of mankind

#### Evaluation E-content formula:

$$\text{Gain ratio} = \frac{\text{Post-test score} - \text{Pre-test score}}{\text{Maximum Possible score} - \text{Pre-test score}} \times 100$$

#### IV. RESULT & DISCUSSION

E-content is very useful to learning purpose. We might use this facility without restriction of time and place. It is much useful to animation and audio & video effects which make subject understand with interesting to the learners.

E-content is facilitating to the teacher to effective manner. It is enhancing the learner knowledge level which leads to creative thinking. Further more, it gives possible to future generation happiness on the basis of enjoyment and attractiveness.

In short, the ultimate aim of the E-content is abolish the disparity among the learners through effective education.

#### V. CONCLUSION

The E-content education method is variation from the traditional method, because of, this method concerned new technological features such as attractive images, animations, links, audio and videos. It helps to quality of the material to the learners; as a result, quality of effective education is possible.

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